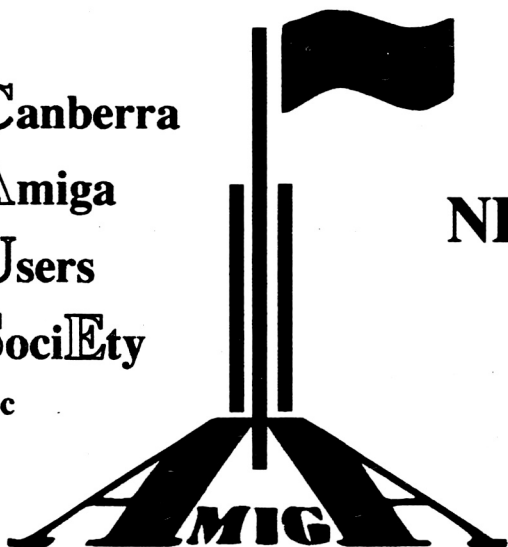
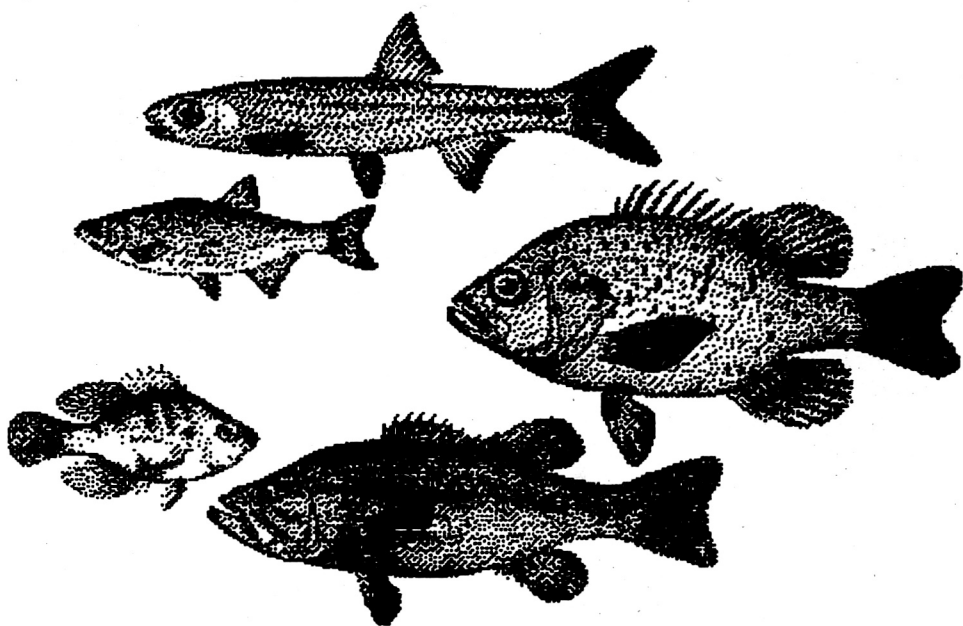


Canberra
Amiga
Users
Society
Inc



NEWSLETTER

August 1991



ΦΙΣΗ

Alms of the Society

Canberra Amiga Users Society Incorporated (CAUSE) is an independent group (currently with about 300 members) formed for the benefit of people who own, use or are interested in the Commodore Amiga computer.

Benefits

Benefits include a bi-monthly newsletter, monthly meetings, discounts (see over page), bulletin board, Public Domain library, special interest groups and the opportunity to meet and exchange ideas with other users.

Subscriptions

Membership of the Society is available for an annual fee of \$20. This fee may be paid, with a filled-in application form, either to the Membership Secretary at any of the monthly meetings or by mail to the Membership Secretary, PO Box 596, Canberra 2601.

Meetings

Meetings are held at 8 pm on the second Thursday of each month in either the Chifley Room or the auditorium at the Canberra Workers' Club in Childers St, Civic. The dates for the next few meetings are August 8, September 12 and October 10.

The Beginners' Group runs from 7-8 pm prior to each meeting.

Details of upcoming meetings and main topics will be advertised in the Canberra Times "Fridge Door" the week of the meeting.

Bulletin board

The CAUSE bulletin board is online 24 hours and is maintained by our Sysop Peter McNeil and his team. To be a member of the bulletin board, you need to pay \$5.00 additional yearly subscription.

The telephone number of the bulletin board is 2551469 and of the Sysop 2545545 (h).

Newsletter Contributions

BECAUSE is produced bi-monthly. Contributions to the newsletter can be submitted to the Editor via the newsletter area of the bulletin board, at the monthly meetings or to The Editor, PO Box 596, Canberra 2601.

Articles, reviews, comments and graphics are always welcome. Where possible, please provide them in Amiga readable format ie a disk file in ASCII, Wordperfect, Scribble!, Transcript or Amiga graphic format. The deadline for contributions to the newsletter is the 15th of the month preceding production.

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Advertising

	First Run	Rerun
Full page	\$30	\$20
Half page	\$25	\$15
Quarter page	\$20	\$10

Copy is to be provided to the Editor either in Amiga graphic file format or as appropriately sized printed copy. First Run prices are applicable if the Editor has to format the advertisement.

Production

The Editor for the newsletter was David Wilson. The copy was formatted by the DTP SIG using Professional Page v2 and printed on a Postscript printer by Desktop Utilities.

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CAUSE Committee (1991)

Director Jeff Wilson
2477330 (h) 6-10pm

Vice Director Simon Tow
2888362 (h) 6-8pm

Secretary Lyle Williams
2814038 (h)

Membership Secretary Berenice Jacobs
2547248 (h) 4-8pm

Treasurer Terry Sullivan
2548950 (h)

Committee Chris Townley
2545922 (h) 6-8pm
Tony Hayman
2961894 (h) 7-10pm

David Jacobs
2547248 (h) 5-7pm

Adrian Tritschler
2574794 (h)

Doug Stone
2551959 (h) 7-9pm

Loy Winkler
2486545 (h) 4-10pm

Andrew Boundy
2916971 (h) 7-10pm

Gordon Owtrim
2972692 (h) 6-8pm

Mark Trenery
2861358 (h) 7-10pm

Special Interest Groups

Each of the following members is coordinating a Special Interest Group (SIG) in the listed topic. If you are interested in joining one of these groups and getting more out of your Amiga, either contact them direct or indicate your interest at the next monthly meeting:

James Dempsey 2922145 Modula 2

Connie Peisley 2952767 Education

Jeff Wilson 2477330 C
CanDo

David Wilson 2918324 Desktop
Publishing

Rob Vander Meer 2417113 Video

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This Month's Cover

Fish

These images were converted from MacPaint to IFF format using MacView, a PD program.

SUPER* PAGE

Paul Blair

Precision Software (UK) has just released a new version of Superbase Professional - one of the strongest database packages on the business side released for the Amiga.

This release has been mooted for some while now. About 18 months ago, Precision released Superbase 4/Windows (SB4W) for MS-DOS computers, and has been busy enhancing the product. The success of Windows in the PC world has been mirrored by Superbase, with reports of sales of over one quarter of a million copies to date. That's a lot of software!

The Windows version was somewhat more powerful than the then current Amiga version (generically known as V3), having a richer set of commands and a wider range of form design options. Being a user of both products, I began to feel that the Amiga version was a bit off the pace. The story goes that Commodore wanted a greater degree of integration between PC and Amiga software, and encouraged (whatever that could mean) Precision to upgrade the Amiga version to match the PC version. Well, its here.

The new Amiga version is known as Superbase Professional 4. Its parentage is directly related to Version 1.2 of SB4W, so we have finally caught up. Well, nearly. Version 1.3 of SB4W is also due for release soon, so Amiga users will once more be a little behind the PC mob. SBpro4 is a port of SB4W, rather than an enhancement of Superbase Professional 3. That puts it well up into the high demand bracket - demands for memory, disk space and depth of pocket.

There are many differences between Superbase Professional 3 (SB3) and Superbase Professional 4 (SBpro4) - not the least of these is the size of the programs. SB3 was around 354K, while SBpro4 goes just over 527K. For comparison, SB4W is nearly 503K. The Forms Editor that came with SB3, FE3, was 204K, while the upgrade, now known as Form Designer 4 (FD), is nearly 241K. It was possible to load both SB3 and FE3 together into a 1 MB Amiga, and test form design on the fly. In my 1 MB Amiga 500, I can certainly load both SBpro4 and FD, but with only 65K of free memory remaining, there's not much of practical value that I can do. SBpro4 on its own leaves me around 350K of memory. To my surprise, a few of the demo programs that came with SBpro4 crashed on me with only that amount of memory. If you have more memory in your Amiga, there will be no problems.

SBpro4 certainly deserves a hard disk to live with, but its not essential. If you want to make a self-booting floppy-based version of SBpro4 with the usual libraries and so on, you will probably need to have SBpro4 and FD on different disks. I even went so far as to put parts of CrossDos onto a SBpro4 disk - and finished up with less than 5K free on disk, and 55K less memory when SBpro4 was up and running. Later I will tell you of my experience with this combination.

There is another important difference between SB3 and SBpro4. Precision Software has been progressively upgrading much of the internal design of Superbase, and has designated files produced by early releases (up to V1.11 on the PC and V3.02 on the Amiga) as "Version 1". Later files

are designated "Version 2". This now shows up on the File Status after the file size statement as V1 or V2. V2 can read V1 files, but V1 cannot read files created with V2. This is a deliberate safeguard for you, because V2 introduces new numeric field types which V1 cannot handle. You can convert V1 to V2 with REORGANIZE.

No longer do you need a dongle. If you were sick of constantly plugging and unplugging the dongle to swap in your joystick, rejoice.

That's set the general scene. Now let's look at what you get with the upgrade. My problem is knowing where to start. I will generally assume that my reader(s) will have some knowledge of SB3. Some may even know a little about SB4W.

If you have used SB4W, you will transition to SBpro4 without any problems. In fact, I don't have the SBpro4 documentation yet, but work from the SB4W books without any difficulty. There are a few minor differences, which are documented in a Read_Me file on the distribution diskette.

The SBpro4 screen environment is very similar to SB3. There is the working screen as before, with the VCR-type control keys along the lower edge. There are the usual scroll bars and sizing gadgets. Overall, the screen gives a tidier appearance now. When you come to requester boxes, there is a new form of check box (which now has an Amiga tick to say its "on") and there are radio buttons, too. More about them later.

I have not done any comparisons to see

whether SBpro4 is "faster" than SB3. The reason is simple. I'm working off floppies, and the speed of processing will be largely influenced by data transfer rates out of the drives. We know that's not high by modern standards. Besides, what do those sort of things prove anyhow? If I get much more power with no less velocity than before, who am I to grumble?

Menu Changes

Starting from the top, the main menu bar now has seven items, one more than in SB3. EDIT is the new guy, which has been inserted between PROJECT and RECORD. SYSTEM has been renamed UTILITIES, while PROGRAM is now DML.

PROJECT: NEW now allows for you to make an EMPTY COPY. OPEN has gained a dBASE entry, and lost FIELDS, which moves to the SET option. EDIT is now MODIFY, and PRINT has been added to give a one-stop place to get hard copy of almost everything. ABOUT gives you the company banner.

EDIT: the new menu bar entry, covers operations to the CURRENT record, and the usual CUT, COPY and PASTE things.

RECORD has lost EDIT and REMOVE. I have strong adverse feelings having to CUT to delete a record in SB4W, and this horror has now been visited on us in SBpro4. Bah!

PROCESS loses PRINT and COMMUNICATIONS, and gains REORGANIZE. A new entry is SPLIT, whose meaning will be obvious.

SET alters a lot. PAGE VIEW is trivial,

but FIELD SELECTION, SHOW FIELD NAMES and PRINTER SETUP are now positioned more logically in the menus.

UTILITIES (that was SYSTEM) gains COMMUNICATIONS, loses REORGANIZE, LIST becomes TYPE. The DIRECTORY display and TEXT EDITOR now launch from here. Funnily enough, we lose the ability to "change directory" here.

DML (renamed from PROGRAM) is not much altered. PRINT is now under PROJECT, of course, with SAVE AS added.

For whatever reason, neither SB3 or SBpro4 offer a macro facility. SB4W does. There is a MACRO keyword in SBpro4, but with no macro recorder, it may just be a leftover from the conversion from SB4W. SBpro4 has no context-sensitive on-line Help.

There are a few smaller changes as well. Overall, the menus now closely mirror SB4W. For a multi-version user, that's fine by me. The groupings are probably more logical, too.

Field Types

There have been some changes in field types. Using the SB three-letter abbreviated code, we now have NMI, NML, LOG, PBT, RBT, CBX, VTX, VNU, VNI, VNL, VDA, VTI, VEX, and VLO in addition to the previous types.

NMI and NML introduce new numeric types - integer and long. The previous storage of numbers has been termed "real", and are NUM. Longs and integers have considerable processing speed and storage advantage over reals. Use them if

you can.

LOG is logical - a one character text-type field that will accept only Y, N, T or F (yes, no, true or false). PB means push-button, RB means radio button, and CB is check box. RBT in Oz stands for random breath testing, but that's not what SB understands!

The principal inclusion here is what is termed a "virtual field". This is not a real field in the sense that it is stored on disk along with everything else. It is usually composed from parts of other fields - eg., the first four characters of a surname field together with the last four digits of the persons phone number would give a very unique virtual field. Its very useful for indexing files (we used struggle with all those Smiths and Browns, didn't we?) because you may specify a high level of uniqueness. Virtual fields consume only one extra byte of disk space - SB uses this flag to rebuild them from their source data each time a record is used.

Virtual field abbreviations all start with a V, and take the first two characters of their generic abbreviation - eg VTX is Virtual Text, VDA is Virtual Date. Try working out the rest of the list just a few lines up.

Requesters

There's not been much functional change to the major requesters, although most of them look different - even smarter.

The DML Language

Oh brother. So much to experiment with and write about. I think I will leave a description of all the new goodies for another note, after I have had time to assess and

analyse them. One new keyword listed in the program is SQL. I doubt if it is actually implemented.

Form Designer (Editor that was)

FD is for the most part a vastly improved version of FE3. The ATTRIBUTES floating box has been replaced with a toolbox across the bottom of the screen. I have mixed feelings here. The toolbox can actually get in the way of form design, because it hides the lower (read useful) part of the screen. This is the usual place for "Continue" type prompts. You have to scroll the screen or turn off the toolbox to work there. Not a problem, just a bit inconvenient compared to the previous floating box.

The principal additional controls in FD are a CMD (command) function with push-buttons, radio buttons and check-boxes. If for no other reason, these mechanisms make SBpro4/FD a cut above SB3/FE3.

CMD can be likened to the SB VCR controls. Each CMD, which looks like a small button or bar, makes up a small DML program, which you activate by clicking on it. In practice, the VCR buttons - Select First, Select Next and so on - merely activate a small DML command in the same way. You can make buttons act as you want. Setting up CMD is easy - point to the place on the screen where you want the button, give the command a name (a\$ or b%, for example), type in a one-line DML-type command, and give the whole thing a "name" or function (eg Enter Data). SB will set up a push-button icon, centre the name in it for you, and put it all onto the screen. Like any screen object, it can be sized, coloured and moved

around.

RADIO BUTTONS are a great way to simplify data entry. On screen, you see a round button that begs you to click on it so it can look as if you pushed it through the glass. The best use for these devices is to allow selection from a range of options. For example, you may have a field in which you want one of perhaps 5 responses. You put all 5 possible responses on screen with a selection button beside each candidate answer. Click on your choice, the button changes to show what you have pressed, and a pre-set entry goes into that field. Lovely stuff, just made for accurate laziness (or lazy accuracy!)

CHECK BOXES are handy to capture data when there are only 2 options - such as when the desired response is Yes or No, Up or Down, Black or White.... They give you a toggled response, and greatly speed up a lot of data entry. But make sure the user can understand what the action means, don't give them room to misinterpret the outcome of clicking on the box.

There is a useful trick with buttons and boxes. The usual thing is to put text beside the button/box to indicate its function or response. If you want, the button/box may be resized to "cover" the text. The button/box doesn't change size, but now you can click on either the button/box or the adjacent text to select the function. Good for the morning after!

All these mechanisms can be edited with the usual tools. With careful selection of colours, fonts, size and placement, the user can work with a very pleasant and efficient screen. Just don't go overboard and plaster too many buttons, boxes etc on one

screen - remember to keep things to human scale.

File linking (for creating relational ties) can now be done on a graphical screen. You point and click to the links you want, and SBpro4 shows you the links being created in a pictorial tree structure.

Whether to help you, or someone who has to come along later and try to figure things out, this is a boon.

There is a lot more, of course. But I still can't draw diagonal lines or circles with FD. This is a darn nuisance, because I do more with FD than just databasing. I use it to prepare visual presentation material, which I can project onto a wall or screen for an audience through an overhead projector. Its a lot faster to prepare slides this way - even the PSL management have been known to use this trick!

And still onto graphics - one of the selectable borders for drawing boxes has small "ticks" on it - the sort of thing that you would use to draw a box outline and then fill with an internal grid by drawing lines, using the ticks to give you a launching point and a sort of scale. Well, if you draw a horizontal line from a tick on the left side of a box, it doesn't match up with its opposite tick on the right hand side of the box. The same goes for a vertical line top to bottom. The result is a boxed grid with furry marks around the inside edge of the outline.

An Odd One or Four

If you have a utility that lets you set up one Amiga drive to read MS-DOS disks (such as CrossDos) you may then use files, DML programs, queries etc. created in SB4W directly with SBpro4. You can also read dBase files. The main area of

difference concerns forms - neither SBpro4 nor SB4W can read/use the other's forms, for pretty obvious reasons.

I made up such a disk, set up to allow DF1: to be DI1: for MS-DOS disks. Now I can dump SB4W files from the office onto a disk to use with SBpro4 at home. This works just fine - I can read the files without any problem. I can even define a new file and have it stored on DI1:. I can write text like this with the Text Editor, and save it to DI1:. But for some reason, I can't add data to the file I have just created, or edit records from an existing file. I get a "DOS error writing data" message and sullen silence. Maybe I haven't set things up correctly, or (if I read the manual that's still coming) I might not be able to do these things anyway. With heaven so close, I can only wish.

One other annoyance (more stupidity on my part?) is the method of swapping drives. If I want to change from, say, DF1: to DF0:, what do I do? My menu item has gone. At present I kid that I want to open a file, and fiddle around with the selector boxes. But that's only my clumsy workaround.

SBpro4 now includes a Status Bar, where you can give short (even helpful) messages. It is actually a "header" on the VCR panel (a second window), so if you turn the controls off, your status message goes with it.

The software credits no longer appear on screen unless you know a special trick... See if you can work it out. No prizes. The same trick also works (more colourfully, too) on SB4W on a PC.

Perhaps its my worn mouse, or maybe its just that I can be clumsy at times, but I of-

ten find myself brawling with the Form Editor/Designer. I plan to resize something and find I've accidentally grabbed more than I really want. Then, having grabbed it, I can't put it down again. The pointer jerks across the screen, and suddenly the whole kit and caboodle has gone scroll-about on me. The SB4W version is smoother than Amiga copy, for reasons that I can't pin-point. Am I alone in this? Do others have problems? No? Ah well...

And there is a funny bug somewhere in the transaction form facility. Suppose I have a "one-to-many" relationship set up - the details at the top of the page come from one file, and the multiple entries down the page come from another. The number of entries can vary from record to record, so I want to count them. That's easy enough to set up (see the syntax for RECCOUNT in the manual), and usually works fine for any number of entries from one upwards. But if SB finds that if there is no matching entry when the files link, it still tells me that there is one entry. This occurs in SB4W, SB3 and SBpro4. Maybe someone who has encountered this and worked out why it happens can enlighten me.

Books

There has been a decided lack of interest in writing and publishing books for SB (Amiga) in any incarnation. Users of SB on the Commodore 64/128 will remember the fine book by Bruce Hunt, which provided inspiration for many people. But, until now, Amiga and PC users have been out in the cold.

I am aware of two recent issues, however, and have a copy of one of them to look

over. Its title is "The OCTS Superbase 4 Workbook", and was published by Oxford Computer Training Services Ltd.

The book is written for PC users, running SB4 under Windows. Amiga gets a passing mention only. While many of the routines and key sequences are PC specific, the mechanical processes of using SB translate to Amiga without any real problems. As a way of coming to grips with SBpro4 on the Amiga, the book would be useful. A second book is planned, which will cover SB DML (database management language) aspects.

After a once through of the book, its pleasing to see that its easy to read, logical in the way it develops user skills, and (a rarity these days) has very few potential sources of error or misinterpretation. That may sound trite, but if you read enough manuals and texts, literal errors are usually all too obvious.

The preparation of the textual content shows a lot of care, but the layout of the pages shows obvious haste, and could use a whack of editing to make the presentation easier to follow. Particularly annoying is the small and inaccurate index, and the use of small indecipherable "keys in boxes" in the text to show you to press the CTRL or SHIFT (which looks like a four letter word) keys at the right time.

The book comes with a disk of examples. I don't know of any Australian reseller, so you might have to go direct to OCTS, Wolsey Hall, 66 Banbury Rd Oxford OX2 6PR, England. They don't take plastic. Price is around 36 pounds sterling. Postage unknown.

Public Domain Corner

FISH DISKS 490 - 461 - Some selected contents

Disk 490

AmiCheck An easy to use, intuitive, friendly chequebook program. Allows you to enter your cheques in a very natural style, giving you a running balance as you do so.

Disk 489

MkBmap Builds Amiga format bitmapped fonts from PostScript fonts. Uses the library "post.library" (disk 468) to render the characters. Best results are obtained with fully hinted type 1 fonts, such as those supplied by Adobe and other vendors.

Disk 488

LordOfHosts A strategy game for two players based on a board game called "Shogun". Features include flexible mouse/joystick controls, undo and redo of up to 500 preceding steps, fully intuitionized user interface.

MidiTools A group of several different utility programs for those who run a Midi system. Includes three new programs, two of which are synthesizer editors, and compatibility with AmigaDOS 2.0.

SuperDuper A very fast disk copier and formatter. Can make up to four unverified copies from a ram buffer in 36 seconds. Verified copies from a ram buffer take 67 seconds for one destination drive, plus 34 seconds for each additional destination.

Disk 485

Drawmap A program for drawing representations of the Earth's surface. This version includes a completely rewritten user interface and some new functions. Version 2.25d.

Disk 484

TextPlus A word processor for the Amiga. New features include the ability

to print footnotes and serial letters, multiple windows, an ARExx-interface with 120 commands, powerful block-operations, ANSI-compatibility, ability to load files crunched by PowerPacker, etc.

Disk 483

MED MED (v 3.10) is a music editor that can be used to compose music for demos/games etc. It can be used as a stand-alone music program as well. The features include built-in sample editor, synthetic sound editor, MIDI support (up to 16 tracks), and options to read/write NoiseTracker modules. Included are routines that allow programmers to easily incorporate music made with MED in their programs.

Disk 478

LSlabel A simple label printing utility. Very powerful as the user can/must do a lot of settings by himself. Features include variable linefeeds, a very exactly setting of the label length and freely configurable printer codes.

MED-Songs A selection of musical pieces created with MED, the musical editor program. Includes MEDPlayer version 3.0.

MP A small, useful utility for sending any MIDI data back and forth between an Amiga and a MIDI instrument. Helpful for learning about MIDI, writing/debugging MIDI software, figuring out your instrument's system-exclusive implementation, and more. Very versatile.

Disk 476

Mostra Mostra is a shareware IFF utility featuring real-time unpacking scroll, dozens of options, "smart" analysis of any IFF file (FORMs, LISTs,... also nested ILBM!), total control over display modes, simple slideshow processing, pattern matching, SHAM, an external link to show Dynamic Mode pictures, double buffering, fast decompression, color cycling, TeXdocs, startup files for easy custom configurations and complete WB support, through ToolTypes and Style icons!

ToolManager ToolManager is a full

featured program to add programs (either WorkBench or CLI) to the tools menu of the 2.0 WorkBench. Programs can be added by dragging their icons onto the ToolManager "config" window or the optional ToolManager icon or by editing the config file.

Disk 474

AmiDock AmiDock is an Amiga version of the NeXT's Dock facility. It will open up a small window on your WorkBench full of little IFF brushes. Each brush represents an application, like an ICON but it's a brush. Click on the brush and your application will start.

Imperium Strategic, "RISK" style game for up to four players. Based in the ancient times of Rome, Athens, Alexandria and Carthago.

Disk 471

MachIII A "mouse accelerator" program that also includes hotkeys, features of sun mouse, clicktofront, popcli, title bar clock with a bbs online charge accumulator, Arexx support and much more. Updates for Workbench 2.0 have been added along with many fixes and new features. This is version 3.1.

Disk 470

TripleYachtZ An implementation and variation of the game "Yacht". Plays both Single (the standard game) and Triple, which differs from normal Yacht-Z in that all scores in the 3rd column of your scorecard are worth three times as much as the normal value and those in the 2nd are worth double.

Disk 469

AirAce A fast paced WWI biplane shoot'em up game built using Accolade's Shoot'Em Up Construction Kit.

Triangle A game like chinese checkers, consisting of fourteen pegs and one empty hole in a triangular formation. The object of the game is to leave one peg in the original empty hole or have eight pegs on the board and no possible moves.

Disk 468

Post An excellent PostScript interpreter for the Amiga which implements the full Adobe language. Supports type 1 and type 3 fonts, screen output, file output, and printer output. Requires Arp library V39+ and ConMan V1.3+.

Disk 467

PowerSnap A utility that allows you to use the mouse to mark characters anywhere on the screen, and then paste them somewhere else, such as in another CLI or in a string gadget. Recognizes all non proportional fonts of up to 24 pixels wide and of any height. Works with AmigaDOS 2.0 in both shell and WorkBench environments.

Disk 466

HamLabDemo Demo version of an expandable image format conversion utility. Converts GIF, TIFF, PBMPLUS, Spectrum 512, MTV, QRT, and Sun images into HAM and SHAM. Images can be scaled, dithered, color corrected, and cropped.

Mosaic Mosaic is a game played with a set of 81 two-by-two tiles on a 24-by-24 playing area. The objective of the game is to place your tiles such that squares of the same pattern are connected as much as possible.

Disk 462

CacheDisk Improves floppy disk throughput by caching entire tracks of data. Buffers disk reads and writes for maximum speed gain and has a user settable number of buffers for each drive.

Humartia An arcade game where each player controls a jet and must destroy the opponent's jet, which is accomplished when a jet has been hit 75 (!!) times.

SeaLance Game based on a Trident submarine simulator.

Disk 461

DiskPrint Prints labels for 3.5" disks, primarily for PD library disks. Features include three different label sizes, default file, different label library functions, Amiga-LibDisk contents read-in and easy handling.

Desktop Publishing News & Views

by Frank Kelghley

ProDraw documentation

If you have used Professional Draw 2.0, you have probably been surprised by the omissions in the index to the manual. In particular, the topic of control points, which is basic to the program, is virtually ignored in the index. Here are some of the missing entries:

Control points:

- adjusting curves 21-22
- changing an object's shape 70-71
- creating objects 18
- cutting objects 77
- deleting control points 77
- placing control points 32
- using control points 57
- tangents 57, 70-71

Compound objects: 86

Using Contact

There have been some interesting developments in use of the data base manager Contact. One user is setting up a video catalogue on it; Desktop Utilities now has a price list file on it; another user is updating his Contact data files though the ARExx facility from Superbase professional. Users who develop an ARExx script which is of sufficient general interest and effectiveness to be included in the distribution disk for the next version will be entitled to a free upgrade!

Desktop publishing developments

The rumours of new desktop publishing, structured drawing and CAD programs abound. One recent one has it that the

publishers of Calamus, on the Atari, are planning to bring out a high-end DTP program for the Amiga. Meanwhile, the CAD program Dynacad is expected in Australia later this year. More about this when it arrives.

Ancillary programs are appearing as well. We saw PixelScript, the software PostScript interpreter, some time ago. Now there are also programs like MIFont, for porting Mac PostScript fonts to the Amiga, and AMPlot, for creating PostScript chart files from raw data, which generates several kinds of output including EPS.

Fundamentals: the content still matters

The appearance of a document will influence its impact and accessibility to the reader. However, the content or message of the text is vital. After all, this is why we use DTP: to carry that message over more effectively. Careful thought about the purpose of the document and the audience it is addressed to will suggest what should be included, and how it should be worded. Good English usage is important, just as it would be if the material were typed or handwritten; and accurate spelling reduces distractions to the reader. Fortunately, most high-end DTP packages offer spelling checking facilities; but careful proof-reading is still needed to ensure that the spelling fits the context: consider "its/it's" and "their/there".

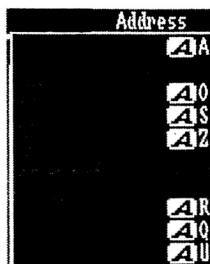
ProPage hint from David

If you are in dire need of an "undo", try the Escape <Esc> key. It seems to work in many situations.

Desktop Utilities

PO Box 3053, Manuka, ACT 2603
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BBS: 239 6659 Fax: 239 6619

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it?

cont. from p9

The second book, which I haven't seen yet, comes from Heinemann - the author is Arthur Tenneck. Price in the UK is about 15 pounds sterling. My spies tell me that Butterworths Bookshop at 233 Macquarie Street, Sydney knows about this one. If you are interested, give them a call.

I don't believe we will ever see a dedicated Superbase book for the Amiga - sales of Amiga are just too low (there are about 30 PCs for every Amiga in the world - the ratio is even more dramatic when you consider the major use each type is put to), especially in the business market-place where use of databases would be dominant.

Thanks

SB users around the world are probably so used to having PSL represented near them that they forget to be appreciative that help and advice are so close at hand. Out here in Oz we can sometimes feel a bit on the outer. Notice my neurosis?

A recent visit by Nigel Lovett-Turner of PSL to show off SB4W (1.2 and 1.3) blew away a lot of that feeling. Nigel visited most of the places where we live in bulk, and presented SB4W to Oz with skill, knowledge of the product, and a dry humour that we felt easy with. His memories probably include the heat of a very warm Oz summer, endless hotel rooms, hundreds of faces and litres of tasteless airline coffee. Our memories now include a nice bloke, who is welcome to revisit whenever he likes. Preferably soon.

(C) Paul Blair 1991

Late News

I have a SBpro4 Trial Pack (1 disk complete with on-disk instructions) if anyone wants a copy. Send me a disk, mailer and return postage, and it will be my pleasure. My address is 35 Calder Crescent, Holder ACT 2611. The demos require LHARC to uncompress the files onto a hard disk, or two floppies.

There is a further upgrade to SBpro4 in the wind - which will make it as close to V1.3 of SB4W as possible. DDE (dynamic data exchange - a data swapping feature of Windows) and LAN features are obvious exclusions.

There was a mention of SQL ("sequel") above. This will be an optional extra for SB4W when V1.3 is released. An Amiga implementation will probably depend on the level of acceptance of SBpro4.

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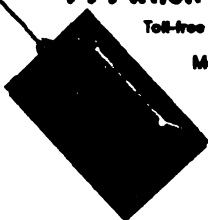
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would like to correspond with other Amiga users interested in graphics and music; he also needs hints/tips on Disney Animation Studio.

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Starting Out

by Mathew Taylor

When I first got my Amiga, I was pretty excited. I remembered when I had taken delivery of my C64, and immediately begun reading bits of the manual and learning how to use it.

I opened the box, assembled the bits, and began to read. But HORROR!! These were not the manuals of old, but manuals more akin to an Apple. I was shocked. I didn't get a DOS manual, but a DOS manual supplement, which showed me very little. Fortunately, with my computing background I managed to overcome most obstacles, and with the help of some more advanced friends I soon learnt all sorts of interesting things. So what is the point of all this?

Quite a long time ago I began a project, inspired by a friend of mine who asked a lot of questions. After a while it became known as the Tutorial Disk, and it grew to include many PD programs that I use to perform tasks that he asked about. But eventually it grew too large, and so the PD was removed, leaving only the tutorial, and now there sits in my disk box the Tutorial Disk V3.1.

I think that every new Amiga owner should own a copy. It's not free, (I've put a lot of work into it!), but it is cheap, and will stop the need of buying expensive books for some time. In fact, in some areas it should suffice your knowledge needs completely.

The disk now comes with a few little PD programs, chosen more to keep your mind occupied for a few minutes than anything else. I plan to change them each update, so there's something to look forward to, other than great new tutorials.

There are three things that I ask of the newer members of the user group: 1) Buy the disk. Six lousy bucks will get you a wealth of info, much more the MegaDisk, and for a fraction of the price. 2) When you've got it, let me know of improve-

ments you'd like to see, and you'll get them. When I hit a new integer, I'll most likely charge an update fee, but as I'm on V3.1, it will be a long while before that happens. 3) Tell your non CAUSE subscribing friends about the disk, and about CAUSE!

Finally, I can be reached on 247-2358. Call me about anything that you want to talk about. Occasionally I might have six thousand words worth of assignments to do, so the call may be short, but I will be very enthused by any call you choose to send my way! Oh, and if you want to meet me in person, I will try to remember to wear my Prime Television jumper to the next meeting.

CAUSE Public Domain Collection

The PD programs in the collection vary from very impressive business, graphics and sound programs through to demonstrations of the Amiga's capabilities, games and utilities.

The following people are PD librarians:

Simon Tow	Fisher	2888 362 (h)
Lawrence Coombs	Aranda	2515 523 (h)
Jeff Wilson	Hackett	2477 330 (h)
Berenice Jacobs	Scullin	2547 248 (h)

You have the choice of buying the disks or swapping them for some unused acceptable NAME brand disk that you own. The copying fee for each disk (except for the FISH catalogue disk) is \$1 to cover the librarian's costs.

For those who want other than the Fish collection, Berenice Jacobs holds a large collection of alternate public domain. Contact Berenice for more details.



Lemmings Cheats

Here are the complete Lemmings access codes for all the game levels. Please consider that these codes were fairly tedious to type, and so the odd typo may have crept in somewhere.

Mark Trenery & Andrew Lockhart



LEVEL FUN	LEVEL TRICKY	LEVEL TAXING	LEVEL MAYHEM
2 KJLDLCCCW	1 HCENLMNPDS	1 ONICEKONFV	1 NJMFLGALHM
3 NJLDLADCY	2 CINLMFLQDT	2 GOCOKLMOFK	2 KOOHGKOMHQ
4 HNLHCIOECN	3 CCJLDMBEX	3 ICENLOOPFY	3 MFNGCKMNH
5 LDLCAJNFCK	4 MKJNLICCEJ	4 CINWMGMOFJ	4 FLGIJOMOHY
6 DLCIJNLGCD	5 NJNLICEDEV	5 GGKINEMBGP	5 NGANOMGPHY
7 LCAILLDHCO	6 HNLIBIOEEY	6 OJKLLHGCGO	6 GOOLOOJQHL
8 CINNLDLICJ	7 LLICJLFR	7 NKLLHGADGV	7 GCJILDOBR
9 CEKHMDLJCO	8 DOCKJLLGEY	8 HLELGKOEGL	8 KJHLEOGCIJ
10 IKHMDLCKCT	9 MCAOLLDHES	9 LDNGCJOFGX	9 NKNLKGDDIS
11 NHMDHCELCP	10 CMNLLDMIEO	10 PNGKJOLGGQ	10 ILEMGOOEIT
12 HMDLCINMCY	11 CCKJOLIJEX	11 LGCNOLDMGL	11 NEKGAKNFI
13 OLHCAKLNCY	12 IKJOLICKEO	12 GINOLELIGT	12 DMGIJOLGIP
14 DLCIJNMOCM	13 NHOLICALCY	13 GAJIMLHJGW	13 MGCNNLEMIO
15 LCANNMDPCJ	14 IOLICOOMEJ	14 MKHMDNGKGR	14 GKNOLEMITY
16 CINLMDLQCC	15 MDMCAJLNEV	15 WHMEWGCLGM	15 GCJJMOMJTY
17 CEJJNNHBDP	16 LMBIJNOIEY	16 HMELGIOMGS	16 KJIMDMGKIQ
18 IJHNNLBCDV	17 KCCOOMMPEX	17 MDLGGKMNGR	17 WJMEMGALIN
19 NKNNHCADDS	18 CINLMDMQET	18 DLGIKMMOGU	18 IMEOGIOMTY
20 HLFLCINEDS	19 CCKHNNIBFP	19 LGANMMDPGQ	19 OMIGAKMNIV
21 NNHCCJOFDW	20 IJLGMCCFT	20 GINNOLJQGS	20 MIGKJWOOIQ
22 NHCKJLNGDM	21 OHLFMCCDFP	21 GEJKNHNBHY	21 MGCNOMEPTY
23 LCGOLLFHDY	22 HLFMCKOEYF	22 KJLFLGCHY	22 GINNMDMQIN
24 CONLLNHIDU	23 LFMCAKLFFP	23 NKLFNGADHW	23 GCJILFMBJR
25 CCJHMHJOS	24 FICMKMLGFJ	24 KNNHGOOEK	24 KJMLNKGJJP
26 MJMOWHCKDP	25 MCANLLGHFV	25 LGLGAJNFHW	25 NJLFOGCDJK
27 NJMFLCCLDW	26 BKOLNGIIFO	26 FLGKKMLGHQ	26 ILFMGINEJO
28 KMNHCINMDS	27 CCJKMFOJFW	27 NGGOMLGHHU	27 NNIGCKLFJP
29 ONLBCOONDS	28 IKHONICKFP	28 GINLLNHIHW	28 FOGKJNLGJV
30 FLCMJMMODS	29 OHONICALFM	29 GAKKMFHJHU	29 OGCNOLGHJU
	30 HMFMCOOMFV	30 IJHMFNGKMP	30 GINONOIJ

Fitting an Insider Board Into my newly Phoenixed Amiga *Lawrence Coombs*

I obtained my Amiga 1000 in mid-1986, secondhand from my father. In early 1987 I bought the first Insider Board that I could find with 1 Mb of internal memory. This gave me a total of 1.5 Mb and it took me all of 2 hours to run out (sigh). I knew that I would someday require more memory, but I was reluctant to add on external fittings. I wanted everything to fit neatly into the Amiga 1000 case. An Amiga 2000 was a possibility, but that large case wasn't as ascetically pleasing as the smaller 1000 machine.

When I heard about the Phoenix Board in late 1989, I felt it might be what I needed. In particular, the 2 Mb of memory, the SCSI interface and the socket for the 68881 maths coprocessor chips were attractive. The claim that internal peripherals like the Spirit and Insider boards should work sounded, if true, especially nice. I liked the idea of doubling my memory to 3 Mb, so I sent in my deposit and became #154. Delivery in a few months.

A year later more specific details became available and it was time to select the final configuration that I wanted and to send in the money. Some changes had become apparent during development by Phoenix Microtechnologies. Firstly, they could now supply 68881 chips at a very nice price, hard disk drives which were small enough to fit internally had become available and, finally, there were some problems with the Spirit and Insider type boards in machines fitted with the second Mb of memory. In particular, the second Mb on the Phoenix Board was set to address \$C00000 which was the address required by the memory boards for automatic memory configuration. It was stated that the boards would still work at other addresses but would need to have a program called AddMem invoked before the Amiga would recognise the additional memory.

With hindsight, that seems quite reasonable but, at the time, I decided to order my Phoenix Board with only 1 Mb of memory, a 20 MHz 68881 chip and the SCSI controller and chips for later expansion. (There are some interesting developments coming along with very high density floppies.) I was confident enough to fit the Board myself and knew more capable people in the event of problems.

The box arrived and the documents were thoroughly read. The only problem apparent was the possible need to replace the 68000 chip if it wasn't a genuine Motorola, due to some power problems. The time had come to install the Phoenix Board! The actual Board once removed from the packing looked very nice. Unfortunately, from experience at work, I have discovered that boards that nice do not necessarily work nicely, if at all. So far I haven't had any problems with my Phoenix Board so, in this case, looks do mean well. Examination of the original 68000 chip from my 1000 revealed a different company symbol than that used by Motorola, so a visit to an electronic store (a new shop in Fyshwick) to purchase a new 68000 chip, costing \$13.50 including tax. Removal and reassembly was straight forward, taking everything slowly and carefully. A magnetic philips-head screwdriver is very nice to have and narrow pliers essential.

The Insider Board

The Insider is an L shaped daughterboard which has a socket for the 68000 chip and sits in the 68000 socket on the motherboard. Two leads with clip connectors lead from the board, the red one attached to one pin on the original NTSC 1000's daughterboard or to a pin on the Gary chip with PAL 1000s. (Actually, since my 1000 was an NTSC one, I'm not sure how the Insider was supposed to work in PAL machines; or, in fact, how a lot of it was supposed to work.) The other was a black lead and hooked to a resistor (which basically connected it to earth, although not very obviously, nor was that explicitly explained in the instructions). A four pin switch allowed 16 different addresses to be selected. \$C00000 was the factory setting for auto-configure, while values \$200000 to \$900000

were valid with AddMem, the remainder being unusable.

Phone conversations with a number of people, including Michael Warner of Phoenix and Peter McNeil and Simon Tow, suggested that one lead (I guessed the red one) should be connected to pin 31 on the Gary chip and maybe the other to pin 29 with the switch set to \$C00000 and with 1 Mb on the Phoenix Board, the Insider should auto-configure. Set to any of the other values, the Phoenix should boot then AddMem the additional memory. "Try it and let us know", very cheerfully delivered was the gist of these conversations.

I tried and let them know that it didn't work. Didn't boot. Didn't do a thing but power light on.

I removed the Insider, installed the 68000 chip into the Phoenix and tried again. It immediately worked with a total of 1 Mb of chip memory and 0 fast. Nice but not very satisfactory. It would not be possible to do the things I wanted to do with my Amiga with that little memory.

Further phone conversations with Michael suggested some other ideas to try. A friend and I tried these, removing the 68000 chip from the motherboard, inserting it in the Insider and setting the switch to \$900000. Same result - power light but nothing else. We tried various different combinations of connecting the two leads with no bliss. Fearing that we had blown something, we re-stored the 68000 to the Phoenix Board; worked fine.

By now it had become apparent that it would be best to have 2 Mb on the Phoenix Board with the Insider, if it ever was made to work, providing a third Mb in any startup-sequences I modified with AddMem. It was time to have a final talk with Michael and, if nothing else was suggested, order the second Mb of memory. Michael's suggestion was to send him my Insider, so that he could play with it, as they hadn't actually ever seen one. I ordered the memory and, considering that the Insider (having originally cost me more than the whole Phoenix up-

grade) was currently a very expensive piece of modern art, had no hesitation in dispatching the Insider to Adelaide.

Some days later a small packet with eight memory chips and one PAL (Programmable Array Logic) chip arrived. I was able to install them with no problems. One Mb of chip memory and one Mb of fast. Better, but what was happening with the Insider?

A week later, a familiar box was delivered. It included a note from Michael that he had got the Insider to work but not at \$900000 - didn't know why. With a 1 Mb Phoenix Board, the Insider could be set to \$C00000 and the red jumper lead to pin 29 (not 31) of the Gary chip. (The fifth pin from the front left side). Set to \$200000 - \$800000, the jumper was not required. He suggested that it would be a good idea to put a small lug with a screw mount connector for the black earth lead and connect to an earth point. (Such a lug comes with the NTSC Insider. I had already replaced the red and black leads with longer wires). After thanking me for the loan, he closed the note with a PS that, for 2 Mb machines, the red jumper was not required.

Great, I thought. My friend returned, armed with multimeter and soldering iron and once more we removed the 68000 chip. The legs on this chip were by now looking very sick. The problem was that the Insider's socket is set up for round pins while the Phoenix Board and the Motorola chip are designed for flat legs. As a result, inserting the chip was difficult and done in ways not at all recommended by the books. I wasn't going to be surprised if I needed to buy a new 68000 chip. However, the chip eventually went in and it looked right. This time we set the switch for \$600000, right in the middle of the band. The machine booted and - yes - accessed the Insider's clock. Hooray! It works! Now to AddMem the extra memory. "Bad memory location. No memory added". Drat (and other words)! We tried numerous settings between \$2 and \$800000. The machine would boot, access the Insider's clock but there was no

memory to add.

Thinking about it later that night, I decided connecting the red lead to pin 29, contrary to Michael's note. Guess what? It worked. Perfectly. One Mb chip and two Mb fast. Lovely.

So that's the end of the story. No. not quite. If you remember, I said that there were problems with the flat pins trying to fit into round sockets and vice versa. I had reassembled everything, tested that all was working then carried the machine back to my study. Reconnected all the bits, powered on to see - absolutely nothing. Turned out the Insider Board or the 68000 chip needed reseating. Something that I suspect will be a regular occurrence. Hopefully, not a frequent one.

NB If you have yet to finalise your options on your Phoenix Board, make sure that you order the full 2 Mb of memory. Newer orders no longer get the option of NOT having the second Mb.



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Sound Digitising

by Mathew Taylor

It was a nice sunny afternoon in March, and I was walking home after school (that's right DAC, I'm a teenager!). About half way home I suddenly got the spending urge. You know that feeling, you realise that you simply must spend some money, on anything. In this case it was a sound digitiser.

By the end of that weekend I had bought my digitiser, and was happily sampling all kinds of sounds. What a great feeling, I had something that none of my friends had.

Sampling was easy. I just got Perfect Sound (which is freely distributable, but if

you use it for more than three weeks you should send some money to the company in California) and said record. I "borrowed" my mum's expensive tape deck (it's still in my room), hooked up a cable from the digitiser to the tape deck, and away I went. Before long I had many samples from my favourite cassettes. But I wasn't satisfied.

I soon borrowed the VCR, and hooked it up to the tape deck. Now I was having heaps of fun! I had Vizard booming from my Amiga, along with all my other favourite actors and actresses.

So what did it all cost? The digitiser was \$80. That was for a stereo model. The mono version was \$40 (only the best!). Cables and bits amount so far to \$15, but that's only for a mono cable. I can't find a cheap stereo cable anywhere (Although I can buy two Y-adaptors and two cables to run between them and pay about \$35-\$45). Hmmm. (If anyone knows where I can get a cheap stereo cable, I'll be forever in their debt).

All in all, the digitiser was only an ego boost. However, now that I have it, I can do many intriguing things (like have disks suddenly speak to my friends, mostly insulting them). The use of "Play" written by Mike Hansell, and available on the Shareware package TUPperware, is a great way to play with sound through AmigaDOS (sorry about the pun). You can also incorporate the samples in programs written in such languages as AMOS.

If any of you would like to borrow the digitiser to play with for a couple of weeks, you're quite welcome to, as I believe that wherever possible, members of a user group should help one another. I'm also sure that if you want to borrow it you could find some small thing to do for me in return.

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Help Service

The following is a list of members who have volunteered to share their knowledge and experience with other members. If you have a problem or just need a bit of advice in any of the areas listed, please ring during the hours shown.

Paul Martin	10-10 M-Su	2532121	what's happening
Simon Tow	6-7 pm M-F	2888362	hard disks, Digiview
Gary Duncan	6-8 pm M-F	2319801	general C programming
Frank Keighley	6-7 pm M-F	2396658	laser printing, desktop publishing
eter McNeil	6-8 pm M-F	2545545	bulletin board
Doug Stone	6-9 pm M-Su	2516347	general help
James Dempsey	7-9 pm M-Su	2922145	Modula 2
Robert Vander Meer	6-8 pm M-F	2417113	desktop video
Wayne Rochester	6-10 pm M-F	2479093	assembler, general programming
Fred Pollum	6-8 pm M-Su	2810842	video, digitising
Michael Thong	6-8 pm M-Su	2822323	hardware interfaces
Colin Vance	6-8 pm M-Su	2511087	beginners AmigaDOS
Andrew Boundy	8-10pm M-Th	2916971	Superbase Wordperfect

What's Happening

Open Day

Due to a lack of interest from Club members and from local Amiga dealers, the proposal for a CAUSE Open Day has been cancelled.

Rhythmic Bytes

We have received a copy of the MIDI Music Catalogue from Rhythmic Bytes of Hornsby in Sydney. I will bring it to the next meeting, so see me if you are interested.



GENP

We have also received a demonstration disk of GENP, an Amiga genealogy program. This program is produced by Peter Evans of Cheltenham in Victoria and would appear to fulfil most peoples' requirements. The demo disk appears to be just a sideshow but its available with the screed from the Editor.



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C W C

What's Happening

Disaster

At midnight the day before the magazine had to be with Frank at Desktop Utilities for the printing of the masters, I was in the process of saving the finished product when the machine locked up. Ah! you say, our editor would at once revert to his backup! Hmmm! I said, I should have done a backup! Would you believe that this is the first time I have not. My excuse is that one of my floppy drives was not working and it is a pain with only one, especially saving ProPage files which give you time to harvest the tea leaves as well as make a cuppa.

Anyway, the above is the reason that the new format which the DTP SIG has been working on has not appeared. It was quicker to mop out and fill in the June edition - so maybe next time.

We are as usual desperately short of articles. The excellent review of SuperBase is by Paul Blair, recently the editor of Amiga Transactor. We are hoping, if you show sufficient interest, that Paul will contribute regularly. My thanks to the other contributors for the usual high standard of articles in BE-CAUSE.

Secretary

Our Secretary, Lyle Williams, has had to resign due to work pressures and Tony Hayman has been filling in (and very well, too). We will be holding a formal election for Secretary at the August ordinary meeting. If you wish to nominate, ring one of the Committee members prior to the meeting or announce your intention at the meeting. It is not a difficult job and you do get to read the mail first!

Meeting Venue

We will be discussing at the August meeting the rising costs associated with continuing to use the Workers' Club venue. The venue has obvious benefits but, if meetings are to continue there, we must look at ways of raising extra revenue; perhaps we could raise the yearly CAUSE subscription or charge an entry fee to meetings. If you want to have a say, be at the meeting or contact one of the Committee members. It is important!

August Meeting

Unfortunately, Commodore will not be demonstrating new hardware products at this meeting. We hope to rearrange a new time for such a demonstration.

Video SIG

Rob Vander Meer, the leader of the Video SIG, will bring the Group's Digiview equipment to each meeting where it will be available for use by members under expert guidance.

Hardware SIG

Many members have indicated interest in learning more about the internals of the Amiga but we need some teachers. If anyone can help in this respect, please contact Simon Tow.

Beginners' Group

For the August meeting, the Beginners' Group is an **Intermediate** group and the discussion will be on "setting up hard disks".

Newsletters

To help spread the word about the Amiga, we are placing copies of BE-CAUSE in the ACT public libraries. If you can think of other places where the public would benefit from a copy, let me know.